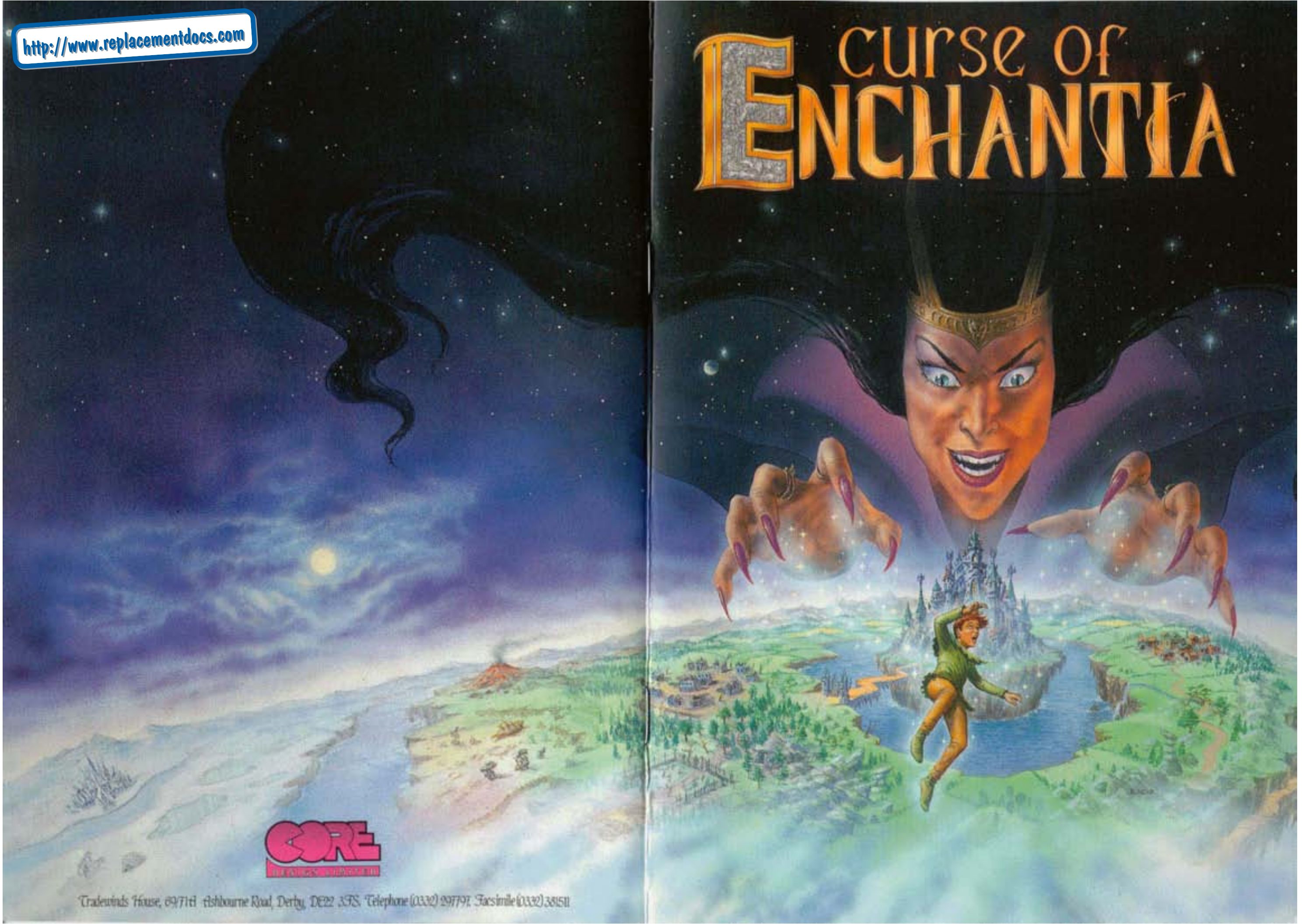



Tradewinds House, 69/71a Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511




## *Contents* *Page*



*The Story*

Long ago, in a land far from our own, in time, space and dimension, there lived a coven of the most evil and wicked witches that the universe had ever known. They ruled the now forgotten land of Enchantia and committed the most terrible deeds without cause or reason. The inhabitants of Enchantia prayed for the day when the evil hold over them would be vanquished and they could finally live in peace.

One of the terrible witches outshone the others in her malevolence and depravity; she had found a spell that would ensure her constant youth. However, she was finding it diffucult to obtain all the ingredients she needed. The main ingredient being a live male child. She knew where she could lay her hands on one, however, she did not know how. Male children lived in another dimension, another time, another world. The witch would need a portal and more magical power than she possessed.

She was not to be discouraged and set about her master plan. By persuading two other witches to visit mediaeval Earth, on the premise of destruction, mayhem and holocaust, she could solve the portal problem. The two witches agreed to this dangerous task as they were led to believe they would have enough power to get there and back. However, when they arrived in the new world, the task of opening the portal totally drained their power. The evil witch from Enchantia sent a "Disperse and Claim" spell through the portal and hit



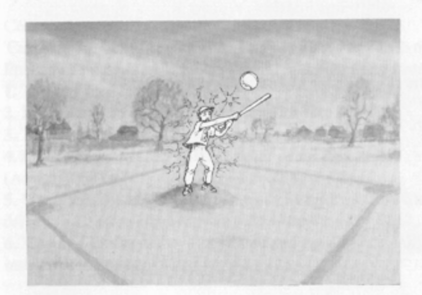


the two witches who had no more power to defend themselves. The spell consumed them and dispersed their essence and souls over the fields in which they were standing. From Enchantia the evil witch was heard to say "From this day forth there will always be communication between this field and Enchantia".



With one task complete, the evil witch needed more power to enable her to incant the rejuvenation spell once she had obtained all her ingredients. To do this she needed power from all the other witches in Enchantia. She managed to trick each of them in turn into lending her their power so that she could make each one young again. Of course each witch gave in to their own vanity and lent their power. She now had enough to invoke the rejuvenation spell.

In the few years that passed in Enchantia, many hundred passed in our World. During this time a great city had been built around the possessed field. The field had never been built upon as all the local people could relate strange happenings and experiences there. However, the local children often played baseball on the field.



On one particular day, our hero, Brad, is playing baseball with his sister Jenny. Back in Enchantia, the evil witch is looking at the field through the portal. Hungrily and excitedly she incants a summoning spell. Back in the field Jenny pitches a ball towards Brad. He swings the bat in a wide arc and ..........

**BANG!**

## *Game Play*

When Brad awakes he finds himself hung high above the floor in what looks like the dungeon of a castle wearing some strange medieval clothing. It is now up to you to help Brad escape from this mysterious land, and back to his home. As his journey to Enchantia was somewhat unexpected, Brad is hardly equipped for an adventure through strange and unknown lands. At least he managed to grab his trusty back-pack before leaving the field.

Brad's quest is made all the more difficult with the fact that a myriad of puzzles will have to be solved if he wants to make it in one piece to the lair of the evil witch equipped to do battle. Some of these puzzles are quite logical, whilst others are a little more obscure.

Obviously Brad's first priority is to stop hanging around and get out of these chains as quickly as possible. With a bit of help you should find it quite easy to obtain a key - but will this enable you to get out of this damp and crumbling dungeon?

## *Loading Instructions*

**IBM PC version**

This version requires an IBM compatible computer with at least 640K of RAM, a 3.5" or 5.25" floppy disk drive, a Hard drive, a VGA graphics card capable of displaying 256 colours, and with 256K RAM.

We also recommend the use of a computer with at least a 12Mhz 286 processor, a Microsoft compatible mouse or a joysitck. 'Curse of Enchantia' also supports Roland, Adlib and Soundblaster soundboards as well as PC speaker.





**NOTE**

'Curse of Enchantia' must be installed onto a Hard Drive - it cannot be played from floppy disk on an IBM compatible computer.

To install 'Curse of Enchantia' onto the Hard drive of your IBM compatible computer follow these instructions:-

**1.** Turn on your computer and monitor.
**2.** Insert Disk 1 of 'Curse of Enchantia'.
**3.** Type 'A:' (or the letter of whichever drive you put the disk into, followed by a colon) and press Enter.
**4.** Type 'INSTALL' and press Enter.
**5.** Follow the on-screen instructions and change disks only when prompted to do so.
The set-up programme is run automatically when installed.

To change the set-up once 'Curse of Enchantia' has been installed onto your Hard drive, follow these instructions:-

**1.** Type 'CD C:\CURSE' (or the letter of whichever drive and directory you installed the game onto, followed by a colon) and press Enter.
**2.** Type 'SETUP' and press Enter.
**3.** Use the Up and Down arrow keys to move and the Space Bar or Enter to select the required options.
**4.** Once you have set the options, move the cursor over 'Exit Config' and press the Space Bar or Enter to end the setup program.
**5.** Type 'CURSE' and 'Curse of Enchantia' will now load and run automatically.

**Commodore Amiga version**

'Curse of Enchantia' requires an Amiga with at least 1Mb of RAM. To load 'Curse of Enchantia' onto your Commodore Amiga follow these instructions:-

**1.** Turn off your computer.
**2.** Insert a mouse into port 1, or a joystick into port 2.
**3.** Turn on your computer.
**4.** Insert Amiga KICKSTART disk into your disk drive.
(Amiga 1000 only).
**5.** When the 'Workbench' icon appears, insert Disk 1 of 'Curse of Enchantia' into your disk drive.
**6.** 'Curse of Enchantia' will now load and run automatically. Exchange disks only when instructed to do so.

## *Controls*

You can play'Curse of Enchantia' using either a mouse, joystick or selected keys on the keyboard.

**Using a Mouse**

Press 'M' on the keyboard to change to Mouse control mode. This will override both Joystick and Keyboard control methods.

Move the pointer to the place where you want Brad to move to and press the left mouse button. Brad will then walk to the spot where you pointed.

To bring up the Icon control bar when using a mouse, simply press the right-hand mouse button. To cancel the Icon bar press the right-hand mouse button again.

**Using a Joystick**

Press 'J' on the keyboard to change to Joystick control mode.

This will override both mouse and keyboard controls.

To move Brad, simply push the joystick in the direction you wish him to move.

To bring up the Icon control bar when using a joystick press the fire button, or alternatively press the Esc key. To cancel the Icon bar press the Esc key again.

**Using the Keyboard**

Press 'K' on the keyboard to change to keyboard control mode.

To move Brad in the required direction, use the cursor keys (up, down, left and right arrows). It is possible to press two keys simultaneously to move diagonally.

To bring up the Icon control bar when using the keyboard press the Esc key. To cancel the Icon bar press the Esc key again.

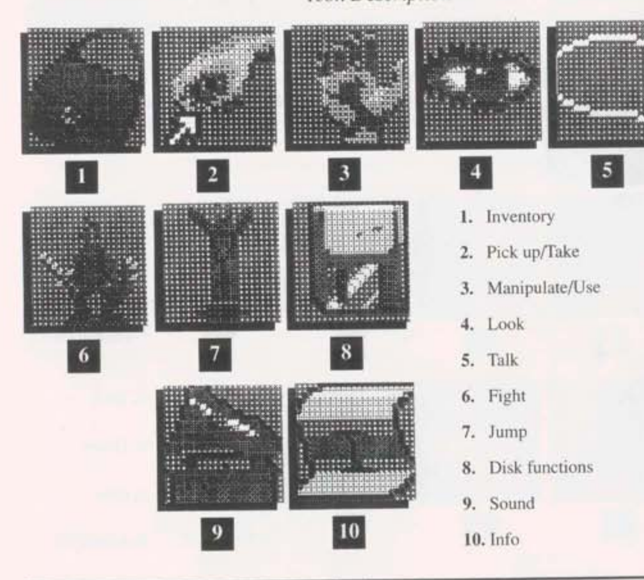




**The Cursor**

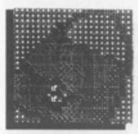
Normally the cursor is depicted as a hand with a pointing finger. However, when you click on the Icon bar the definition of the cursor changes. A 'Thumbs Up' means that you were successful or have done something correctly. A 'Thumbs Down' means that you were not successful or you did something wrong. An 'Open Hand' informs you that there is nothing more to do, or to see.

## *Icon Description*

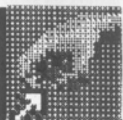



1. Inventory
2. Pick up/Take
3. Manipulate/Use
4. Look
5. Talk
6. Fight
7. Jump
8. Disk functions
9. Sound
10. Info

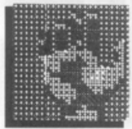
## *Using the Icons*



**1. Inventory**
When you click on this icon a new icon bar will appear. This will contain pictures of all the items you are currently carrying.

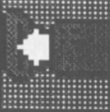


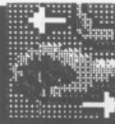
**2. Pick Up/Take**
Click on this icon and a new icon bar will appear. If there is anything which can be picked up at your present location, this will be shown as a picture in the Icon bar. To pick up an item simply click on the required picture and it will be added to your inventory. It is possible to carry a maximum of ten items. When an item is used correctly it is automatically discarded from your inventory, so the situation should rarely arise where an item cannot be picked up.



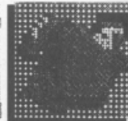
**3. Manipulate/Use**
When you click on this icon another icon bar appears containing another eight icons. These eight icons are as follows:

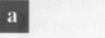

a

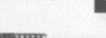

b

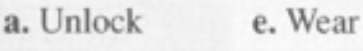

c

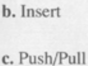

d


e







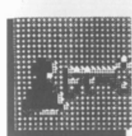

f g h

| | |
|---|---|
| **a.** Unlock | **e.** Wear |
| **b.** Insert | **f.** Throw |
| **c.** Push/Pull | **g.** Give |
| **d.** Eat/Drink | **h.** Attach/Tie |



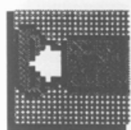


The function of the icons within the Manipulate/Use section are as follows:



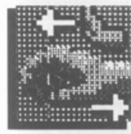
**a. Unlock**
To unlock an item follow these steps:-
Click on the Manipulate/Use icon.
Click on the Unlock icon.
Click on the Inventory icon.
Click on the item to unlock with.
Click on the item to be unlocked.

If you are unable to unlock the item successfully, then one of the items you selected must have been incorrect.

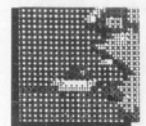


**b. Insert**
To insert an item follow these steps:-
Click on the Manipulate/Use icon.
Click on the Insert icon.
Click on the Inventory icon.
Click on the item to be inserted.
Click on the item to insert into.

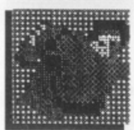
If you are unable to insert the item successfully, then one of the items you selected must have been incorrect.



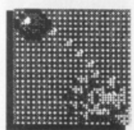
**c. Push/Pull**
To Insert an item follow these steps:-
Click on the Manipulate/Use icon.
Click on the Push/Pull icon.
Click on the item to Push or Pull.



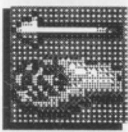
**d. Eat/Drink**
To Eat or Drink an item click on this icon and then on the item you wish to Eat/Drink from the items being carried. If an item is inedible or undrinkable then you will be told so, and the 'Thumbs Down' cursor will appear.



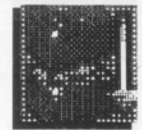
**e. Wear**
To wear an item click on the Manipulate/Use icon, click on the Wear icon and click on the item you wish to wear from your current inventory. If an item cannot be worn then you will be told so, and the 'Thumbs Down' cursor will appear.



**f. Throw**
To throw an item click on the Manipulate/Use icon, click on the Throw icon and select the item you wish to throw. If an item cannot be thrown then you will be told so, and the 'Thumbs Down' cursor will appear.



**g. Give**
To give an item to someone click on the Manipulate/Use icon, click on the Give icon, select the item you wish to give and click on who you wish to give it to. If an item cannot be given then you will be told so, and the 'Thumbs Down' cursor will appear.



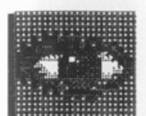
**h. Attach/Tie**
To attach/tie two items together click on the Manipulate/Use icon, click on the Attach/Tie icon and select the first item you wish to attach, then select the second item.

It is only possible to join two items together at any one time. However, you can join subsequent items on later by the same method.

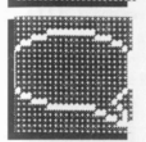
e.g. Join string to stick, then attach a weight to the stick/string combination.



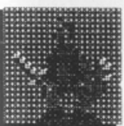




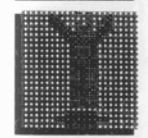
**4. Look**
When you click on this icon a new icon bar will appear. this will contain pictures of any items which you can currently see. Sometimes it is possible to look more closely at an item by clicking on its picture.



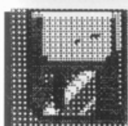
**5. Talk**
When you click on the Talk icon, a new icon bar will appear containing words currently in your vocabulary. To say one of these words click on the relevant icon.



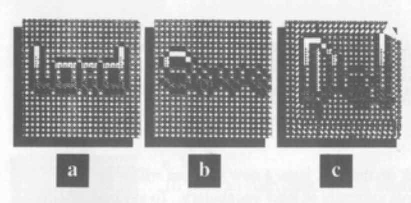
**6. Attack**
When you click on the Attack icon all of the items in your current inventory will be displayed. Click on the item you wish to attack with. If you have a suitable weapon you will then attack whoever is in your immediate vicinity.

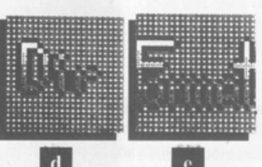


**7. Jump**
Click on the Jump icon, then an inventory of all objects in the vicinity will be displayed. Click on the item you wish to jump over or onto.



**8. Disk functions**
When you click on the Disk icon a new icon bar will appear containing the following icons overleaf:




a. Load a saved game.

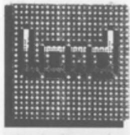
b. Save a game.

c. Delete a saved game.

d. Directory (Amiga version only).

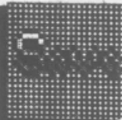
e. Format a disk (Amiga version only).

The function of the icons within the Disk section are as follows:



**a. Load**

Click on this icon and a list of previously saved games will appear. Click on the name of the saved game you wish to load. Once the saved game has loaded you will be able to carry on from the point where the game was saved.

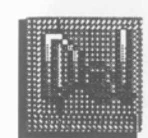


**b. Save**

When you click on this icon a grid of letters and numbers appears in the centre of the screen. Type in the name you wish to call your saved game by clicking on the individual letters. When you have finished the name click on 'End' and the game will be saved.



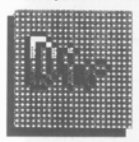




**c. Delete**

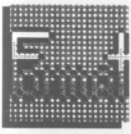
Click on this icon and a list of the saved games will appear. Click on the name of the saved game you wish to delete and it will be removed from the file directory.

**NOTE** When saving a game it is a good idea to give them an easily recognisable name, so you can see at a glance when the game was saved. For example a good way is to save the game as 'July4'.
When you fill the files directory simply delete the ones with the oldest dates.



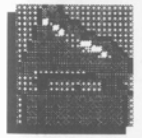
**d. Directory** *(Amiga version only)*

Click on this icon and a directory of your current saved game disk will be shown.



**e. Format** *(Amiga version only)*

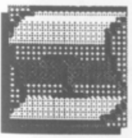
When you click on this icon a message appears asking you to insert a new disk into DF0:. Once you have inserted a new disk, click on 'Format' and the disk will now be formatted ready for you to save a game to it.



**9. Sound** *(Amiga version only)*

Click on this icon to select between the various sound options.

**NOTE** Although the Sound icon still appears on the icon bar of the PC version of 'Curse of Enchantia' it does not function. The various sound and music functions in the PC version can be selected through the SETUP program.



**10. Info**

When you click on the Info icon your current score will be displayed in the contre or the screen along with credits and general information about 'Curse of Enchantia'.

## *Hints and Tips*

**1.** Search every room thoroughly, especially in the corners and behind things.
**2.** Remember, you can only carry ten items.
**3.** If you try to manipulate something in one way and it doesn't work, try another way.
**4.** Move the pointer to where you want Brad's feet to move to.
**5.** Save the game regularly, you never know what will happen next.

## *Credits*

***Produced by***
Jeremy Heath-Smith

***Game Design***
Rob Toone
Ian Sabine
Chris Long

***Programming***

**IBM PC version** - Ian Sabine
**Amiga version** - Rob Toone

***Graphics***

**Backgrounds**
Rolf Mohr
**Sprites**
Billy Allison
Stuart Atkinson

***Music & Sound FX***
Martin Iveson (with the help of Ken!)

***Play Testing***
Darren Price
Kevin Norburn
Lyle J. Hall

***Manual***
Kevin Norburn
Rob Toone

*Special thanks to Rob Northen and everyone at Core Design for their ideas and help in producing this game.*





## *Notes*

# Notes

